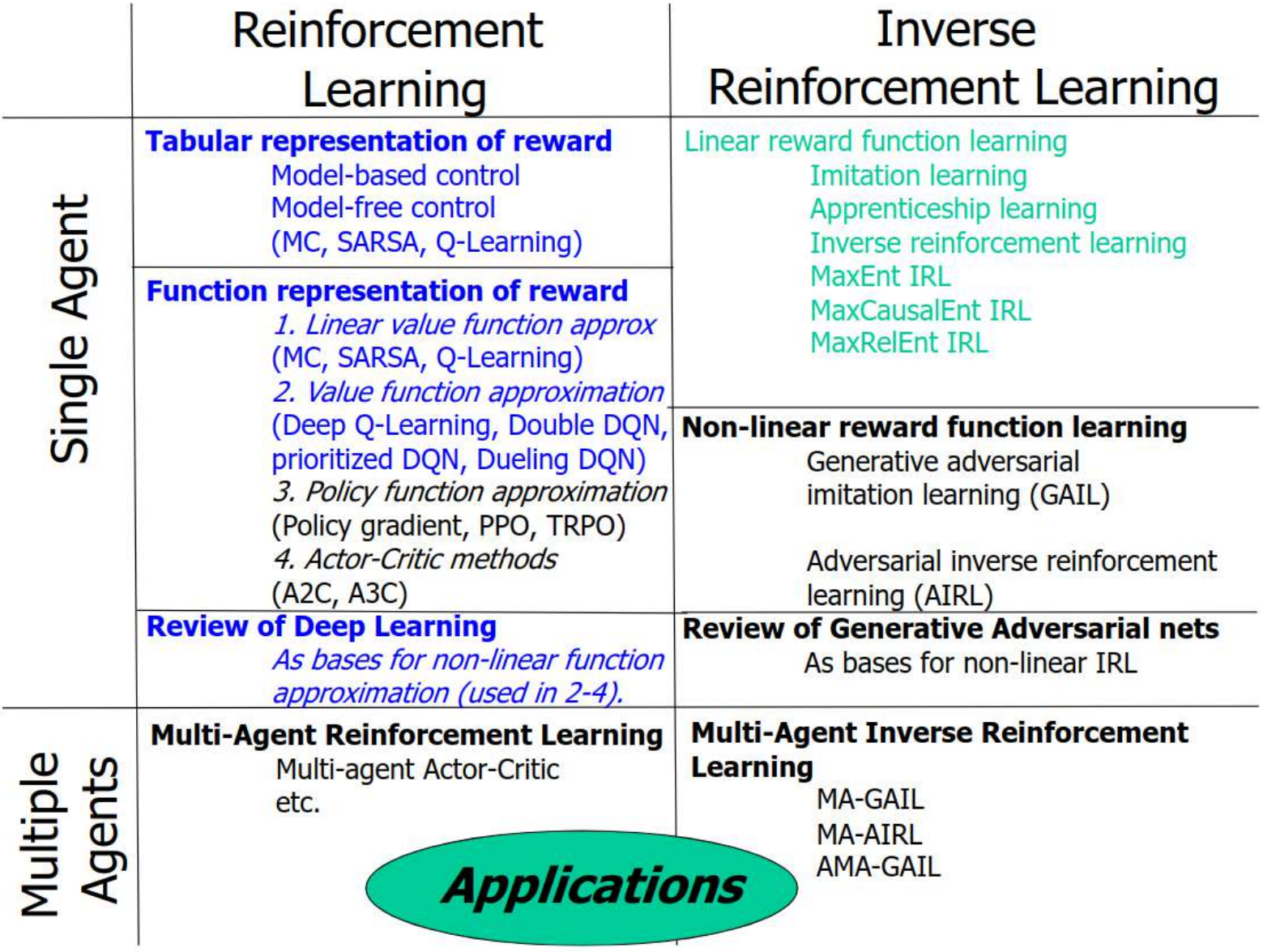
Reinforcement Learning
Inverse Reinforcement Learning
Single Agent
Tabular representation of reward
Model-based control
Model-free control
(MC, SARSA, Q-Learning)
Function representation of reward
1. Linear value function approx
(MC, SARSA, Q-Learning)
2. Value function approximation
(Deep Q-Learning, Double DQN, prioritized DQN, Dueling DQN)
3. Policy function approximation
(Policy gradient, PPO, TRPO)
4. Actor-Critic methods
(A2C, A3C)
Review of Deep Learning
As bases for non-linear function approximation (used in 2-4).
Linear reward function learning
Imitation learning
Apprenticeship learning
Inverse reinforcement learning
MaxEnt IRL
MaxCausalEnt IRL
MaxRelEnt IRL
Non-linear reward function learning
Generative adversarial imitation learning (GAIL)
Adversarial inverse reinforcement learning (AIRL)
Review of Generative Adversarial nets
As bases for non-linear IRL
Multiple Agents
Multi-Agent Reinforcement Learning
Multi-agent Actor-Critic
etc.
Multi-Agent Inverse Reinforcement Learning
MA-GAIL
MA-AIRL
AMA-GAIL
Applications